Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1.- 34. Cancelled.

35.   (Previously Presented) An image generation method comprising:

automatically determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint;

controlling an action of the first computer object according to the determination; and

generating an image containing the image of the first computer object;

wherein acting on the player by the first computer object is prohibited or restricted when the intervening object intervenes between the first computer object and the player's object or viewpoint.

36.   (Previously Presented) The image generation method as defined in claim 35,

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

37.   (Previously Presented) The image generation method as defined in claim 35,

wherein the first computer object is erased when the first computer object moves out of the player's view.

38.   (Previously Presented) The image generation method as defined in claim 35,

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wherein the first computer object is an object attacking the player, and

wherein the attack of the first computer acts on the player without obstruction

by the intervening object.

39.   (Previously Presented) An image generation method comprising:

automatically determining whether or not an intervening object intervenes

between a first computer object controlled by a computer and a player's object controlled by a

player or viewpoint;

controlling an action of the first computer object according to the

determination; and

generating an image containing the image of the first computer object;

wherein the first computer object is moved to a given moving target position

when the intervening object intervenes between the first computer object and the player's

object or viewpoint.

40.   (Previously Presented) The image generation method as defined in claim 39,

wherein whether or not the intervening object intervenes between the first

computer object and the player's object or viewpoint is determined by determining whether or

not the intervening object exists on a line connecting between the first computer object and

the player's object or viewpoint.

41.   (Previously Presented) The image generation method as defined in claim 39,

wherein the first computer object is erased when the first computer object

moves out of the player's view.

42.   (Previously Presented) The image generation method as defined in claim 39,

wherein the first computer object is an object attacking the player, and

wherein the attack of the first computer acts on the player without obstruction

by the intervening object.

43.   (Previously Presented) An image generation method comprising:

automatically determining whether or not an intervening object intervenes

between a first computer object controlled by a computer and a player's object controlled by a

player or viewpoint;

controlling an action of the first computer object according to the

determination; and

generating an image containing the image of the first computer object;

wherein the first computer object is made to stand by when the intervening

object is a second computer object controlled by the computer.

44.   (Previously Presented) The image generation method as defined in claim 43,

wherein whether or not the intervening object intervenes between the first

computer object and the player's object or viewpoint is determined by determining whether or

not the intervening object exists on a line connecting between the first computer object and

the player's object or viewpoint.

45.   (Previously Presented) The image generation method as defined in claim 43,

wherein the first computer object is erased when the first computer object

moves out of the player's view.

46.   (Previously Presented) The image generation method as defined in claim 43,

wherein the first computer object is an object attacking the player, and

wherein the attack of the first computer acts on the player without obstruction

by the intervening object.

47.   (Previously Presented) An image generation method comprising:

automatically determining whether or not an intervening object intervenes

between a first computer object controlled by a computer and a player's object controlled by a

player or viewpoint;

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controlling an action of the first computer object according to the determination; and

generating an image containing the image of the first computer object;

wherein a motion of the first computer object is generated by a physical simulation;

wherein the motion of the first computer object is generated by a physical simulation when hitting;

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined when a given time has elapsed after the hitting; and

wherein the action of the first computer object is controlled according to the determination.

48. (Previously Presented) The image generation method as defined in claim 47, wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

49. (Previously Presented) The image generation method as defined in claim 47, wherein the first computer object is erased when the first computer object moves out of the player's view.

50. (Previously Presented) The image generation method as defined in claim 47, wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

51. (Currently Amended) A computer-usable program embodied on an information storage medium or _embodied_ in a carrier wave _transmitted by a transmitter or received by a receiver, the program_ comprising a processing routine for implementing:

means for determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint, and for controlling an action of the first computer object according to the determination; and

means for generating an image containing the image of the first computer object;

wherein acting on the player by the first computer object is prohibited or restricted when the intervening object intervenes between the first computer object and the player's object or viewpoint.

52. (Previously Presented) The program as defined in claim 51, wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

53. (Previously Presented) The program as defined in claim 51, wherein the first computer object is erased when the first computer object moves out of the player's view.

54. (Previously Presented) The program as defined in claim 51, wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

55. (Currently Amended) A computer-usable program embodied on an information storage medium or <u>embodied</u> in a carrier wave <u>transmitted by a transmitter or received by a receiver, the program,</u> comprising a processing routine for implementing:

means for determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint, and for controlling an action of the first computer object according to the determination; and

means for generating an image containing the image of the first computer object;

wherein the first computer object is moved to a given moving target position when the intervening object intervenes between the first computer object and the player's object or viewpoint.

56. (Previously Presented) The program as defined in claim 55,

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

57. (Previously Presented) The program as defined in claim 55,

wherein the first computer object is erased when the first computer object moves out of the player's view.

58. (Previously Presented) The program as defined in claim 55,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

59. (Currently Amended) A computer-usable program embodied on an information storage medium or _embodied_ in a carrier wave _transmitted by a transmitted or received by a receiver, the program,_ comprising a processing routine for implementing:

means for determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint, and for controlling an action of the first computer object according to the determination; and

means for generating an image containing the image of the first computer object;

wherein the first computer object is made to stand by when the intervening object is a second computer object controlled by the computer.

60. (Previously Presented) The program as defined in claim 59,

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

61. (Previously Presented) The program as defined in claim 59,

wherein the first computer object is erased when the first computer object moves out of the player's view.

62. (Previously Presented) The program as defined in claim 59,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.

63.   (Currently Amended) A computer-usable program embodied on an information storage medium or embodied in a carrier wave transmitted by a transmitter or received by a receiver, the program, comprising a processing routine for implementing:

means for determining whether or not an intervening object intervenes between a first computer object controlled by a computer and a player's object controlled by a player or viewpoint, and for controlling an action of the first computer object according to the determination; and

means for generating an image containing the image of the first computer object;

wherein a motion of the first computer object is generated by a physical simulation;

wherein the motion of the first computer object is generated by a physical simulation when hitting;

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined when a given time has elapsed after the hitting; and

wherein the action of the first computer object is controlled according to the determination.

64.   (Previously Presented) The program as defined in claim 63,

wherein whether or not the intervening object intervenes between the first computer object and the player's object or viewpoint is determined by determining whether or not the intervening object exists on a line connecting between the first computer object and the player's object or viewpoint.

65   (Previously Presented) The program as defined in claim 63,

wherein the first computer object is erased when the first computer object moves out of the player's view.

66.   (Previously Presented) The program as defined in claim 63,

wherein the first computer object is an object attacking the player, and wherein the attack of the first computer acts on the player without obstruction by the intervening object.